

THE ZERG

Living in massive hives and dotting the landscape with underground hatcheries, the zerg are nearly innumerable, and embody the most savage and twisted aspects of nature, living only to consume and assimilate. Yet, amid the chaos of the swarm there is a distinct and terrifying order, at the center of which lies the Queen of Blades. Formerly human, the Queen of Blades is a horrifying creature of immense psionic power. Though her true aims are inscrutable, her actions are not, as she unceasingly drives the zerg onward to kill, expand, and assimilate.

Assimilation. Each zerg creature in the swarm is an amalgamation of the essence of different beasts and monsters, whose claws, scales, and legs have been stolen and repurposed. This process is fueled by the endless expansion of the zerg into new territories, the essence of the creatures that once lived there inevitably assimilated into the swarm. This raw essence is stored inside the zerg larva, and various zerg structures.

When a creature's essence is added to the swarm it is used to iterate on designs both new and old. These designs are pitted against one another, the weakest dying and leaving only the strongest to contribute their essence back to the swarm, a brutal process that has allowed the zerg to adapt to any environment.

Endless Numbers. The zerg swarm is seemingly endless, descending on creatures in the dozens or hundreds, and descending on armies in the tens of thousands. The quality of an enemy soldier can only mean so much when they are confronted by so many.

The zerg achieve these staggering numbers by breeding in hatcheries stowed far beneath the ground, or nestled deep within labyrinthian cave systems. Serving no other purpose than to produce more zerg, the hatchery's floors and ceilings are lined with hundreds or thousands of eggs, each tended to day and night. And when the zerg's numbers have grown so large that they need no longer hide in caves, they form hives, structures the size of a city, and filled with all of the monstrosities and terrors a hatchery can not support.

Meaning in Servitude. The zerg are given intelligence and direction by the Queen of Blades. From her comes meaning, power, and survival, and when a zerg creature loses this connection, it becomes feral, no more than a beast. All zerg will die for their queen without thought or remorse, for that is their duty and directive, and they wish for nothing more.

However, not all zerg are so incapable of independent thought. Broodmothers, gifted with greater thought from the Queen of Blades, are capable of complex strategy and evaluation far beyond the capacity of any zerg other than the Queen herself. Put in charge of hatcheries and hives, broodmothers control and direct the zerg where the queen is not.



THE RULER OF THE SWARM

The Queen of Blades is a creature of truly immense and fantastic power, and the leader of the zerg swarm. However, she is not the first, such a title belongs to the overmind, a brain-like creature of monumental size, and equally monumental telepathic power. When it was born, it reached out with its mind and touched the zerg around it. It controlled them, and raised them above their feral nature.

As the swarm grew in size and power, the overmind discovered a human female named Sarah Kerrigan, the human who would become the Queen of Blades. This human had telepathic power to rival even that of the Overmind's, and the overmind sought to fold her into the swarm that she might be its greatest weapon, and general. She was abducted, and infested, and the Overmind's wishes came true. The Queen of Blades quickly proved herself as the strongest creature in the swarm.

However, the overmind was fearful of the power it now wielded, and placed strong telepathic locks on the Queen of Blades, limiting her autonomy and thought. But, as her power grew, and the overmind came to rely on her ever more, these locks were lifted, granting her additional freedoms and higher thought. The weakening of her shackles let her accomplish more complex plans, but it also allowed her to see what remained of her binds for what they were, and she sought ways to escape them.

She allied herself with the enemies the swarm had made, speaking of the Overmind's evils, its treacheries, and the threat it posed to the world, should it live. These statements rang true with her audience, but they were hollow, concealing the malicious and scheming intelligence that would be their undoing. And so, tricked and deceived, they believed her, for the enemy of my enemy is my friend, they thought. Together they devised a way of killing the overmind. However, this is no small task. The overmind is protected through ancient magics, and hides behind a cloak of immortality.

A spell was formed that allowed them to temporarily pierce the Overmind's immortality, and make it vulnerable. Hope and confidence at their side, the Queen of Blades and her allies marched into battle against the Overmind. The battle was terrible. Deaths numbering in the millions, and corpses piled high enough into the sky to mar its beautiful appearance. And amidst this chaos the Queen of Blades wove the spell that would throw aside the Overmind's immortality, and struck it down.

The overmind was dead, dethroned from its seat, and replaced by the Queen of Blades who, her mind already melding with the swarm once again, took her rightful place as its ruler. With this newfound authority, she issued her first command, ordering the swarm to surround and crush the remnants of her former allies. Sensing the Queen of Blade's treachery, they fled, and left her to her newly acquired domain.

BANELING

Banelings are the result of zerglings mutated beyond recognition. Black flaps of skin have folded over where eyes once were, and all around the baneling's body protrude sacks of a pulsating green acid potent enough to dissolve flesh and bone. This vile acid is the swarm's primary interest, who employ banelings as living landmines and bombs, a position

they're well suited for. As on command the baneling is capable of triggering a series of complex internal reactions that result in its instant death, and the subsequent release of its payload on all around it.

CORRUPTOR

A central, brain-like mass dominates the corruptor's alien features, drawing attention away from the tentacles that drift aimlessly around it, and the large beak-like protrusion that serves for a mouth. The size and power of its brain have given the corruptor significant telepathic powers and the ability to dominate the creatures that it finds.

This fearsome ability is coupled with the scheming intelligence it has been gifted by the Queen of Blades. This intelligence allows for complex thought, planning, and a semblance of autonomy. None of these qualities are wasted on the corruptor, who uses its power to disrupt battles, gather information, and infiltrate the swarm's enemies.

DEFILER

Living up to its namesake, the defiler corrupts, kills, and absorbs all that it touches. Smelling like death, the defiler was originally assimilated into the swarm for the cancerous chemicals it produced as a defense mechanism. The potential of these chemicals was realized with the defiler's current iteration. The chemicals are used against the zerg around it, killing them, using the energy released by their deaths to channel powerful spells against the swarm's enemies.

Defilers are rarely seen except in large hatcheries and hives. Smaller structures rarely have the zerg population needed to support the use of a creature so greedy and destructive. But, for those that can support them, their expenditures are quickly rewarded as the defiler wreaks havoc on the battlefield.

DRONE

The lowest member of the zerg's hierarchy, drones are nearly mindless creatures often seen collecting food or wood with their claws, which resemble those of an oversized lobster. Despite this, drones, much like queens, are dearly protected by the swarm, and the death of a drone, whether on purpose or accident, often leads to full fledged attacks against towns or forts.

This is because drones also occupy a special role within the swarm beyond the simple gathering of resources. Their bodies are the building blocks of zerg structures. Every inch of every wall is the product of hundreds or thousands of drones fusing themselves to each other, creating any and all of the zerg's living, breathing buildings.

GUARDIAN

Living turrets, guardians are capable of launching balls of acid from over a thousand feet away. They utilize this extreme range by guarding the entrances of hives or large hatcheries, annihilating targets before they can make it anywhere near the zerg structure, or, worse, its larva.

However, this motherly instinct does not end at the guarding of hatcheries and hives, as the guardian has somehow managed to place the expansion of the swarm under its protective purview. This has resulted in the guardian acting as a living siege engine just as often as it

does safeguarding the zerg young, its acidic attacks assaulting enemy fortifications and dissolving the stone and metal that keep them together.

HYDRALISK

The backbone of the zerg army, the hydralisk originated from a caterpillar-like race of herbivores, from which it has since become far removed. Now, hydralisks are more akin to clawed and armored serpents than anything else. Only adding to this comparison, hydralisks, like most serpents, produce a debilitating poison which is used to slow and cripple attackers. However, unlike most serpents, who deliver their poison through bites, hydralisks deliver their poison through foot long spines launched from underneath their bony plates.

LARVA

The larva's maggot-like body is composed of a series of heavily armored segments, underneath which lies an incredible complexity and potential that lends itself to a twisted beauty. For in each segment lies the essence of every member of every strain of the swarm. From the lowly drone to the mighty ultralisk, every aspect of their being is stored inside its shell. Consequently, few things in the swarm are so closely guarded as them.

Being such a precious and needed resource, larva occasionally run low. In such circumstances, the remaining larva are let loose upon townsfolk or livestock, where they infest the populace, and multiply until the swarm is content with their numbers.

LURKER

Lurkers began as an experimental mutation of the hydralisk. The hydralisk, though very versatile in its role, was incapable of fulfilling all of the swarm's needs, and lacked the ability to remain hidden while attacking. This forced a hatchery to reveal itself if it wanted to ward away or hunt down threats.

The lurker's capability to attack while burrowed solves this problem. Its deadly subterranean spines allow it to disable and dismember creatures while being entirely hidden from view. It's even capable of tunneling to a new location if a creature is about to converge on it. For some hatcheries, this novel ability has completely eliminated the need for hunting parties. However, scouting parties remain as necessary as ever, a job the lurker, with its poor eyesight and slow legs, is especially ill suited for.

MUTALISK

A constant thorn in the side of their enemies, mutualisks are the hit-and-run specialists of the zerg army. Extremely nimble and fast, they are more than capable of darting in and out of combat as needed, and are often seen destroying supply caravans or slaughtering farmers, their wings carrying them out of sight before it's possible to summon a response.

Mutalisks also commonly serve as tactical supplements to zerg armies or hunting parties. Their bouncing glaive worms force enemies to scatter, thereby making themselves easier prey for the swarm to surround.

OVERLORD

The Queen of Blades gives orders to her brood mothers, who in turn give orders to the overlords, who in turn give orders to the individual zerg, where the chain of communication finally ends. In this way overlords occupy an important position in the zerg chain of command, and have evolved extremely sensitive organs to aid them in this task. These sensory organs can see through illusions and disguises, and allow the overlord to gain incredible knowledge of the battlefield, which they then pass down to the zerg below.

QUEEN

Queens are essential to any zerg colony, where they tirelessly tend to its eggs and ensure their rapid growth. However, a queen's purpose is not merely to be a caretaker. A queen's purpose is to ensure the expansion of the swarm, and the protection of her brood. To this end the queen is capable of healing the zerg around it, rescuing them from death's door, and spawning creep tumors.

Creep tumors are pulsating purple boils the size of a small child. From these stains upon the earth come an infection that runs through the ground and crawls above the stone in its desperation to expand. This infection is called creep, and nurtures the zerg it touches, healing and strengthening them.

ROACH

Before settling on their current form, roaches were a particularly hardy species of slug, capable of regenerating from wounds that would be fatal to most other creatures. The Queen of Blades, seeing the obvious potential in a creature such as this, ordered its assimilation. The roach has experienced innumerable transformations since then. The current iteration features thick armored plates, tunneling claws, and a corrosive saliva modeled after the mucous it once secreted as a slug. These features have made the roach an essential, and extremely versatile, tool in the zerg army, its ubiquity rivaled only by the zergling and hydralisk.

SWARM HOST

One of the stranger creatures to be adopted into the swarm, the swarmhost on its own is nearly incapable of fighting, both slow and weak. Luckily for it, then, that its main area of interest lies in the diminutive larva that live in its bloodstream. These larva eat damaged tissue, consume foreign organisms, seal wounds, and act as the swarm host's defense mechanism.

When the swarmhost is under attack and in need of protection, masses of larva swim through its veins to several egg-shaped incubators located at the top of its carapace. Here the larva are surrounded by a fluid that vastly increases the speed of their growth, transforming them into vicious locusts in a manner of seconds. This accelerated growth damages the larva however, and drastically shortening their lifespan.

SCOURGE

Scourge are often likened to flying banelings, a description not altogether incorrect. However, instead of wielding a deadly payload of acid, their suicide triggers an intense exothermic reaction which causes them to explode in a

blinding flash of heat and light, and leaving a cloud of poisonous gas in their wake. This significant power, paired with their ability to travel where banelings cannot, has resulted in the scourge becoming very effective anti-air and anti-naval tools. However, their unstable internal reactions hint towards their fragile bodies, and scourge are easily dispatched from a distance. Scourge combat this weakness with sheer numbers, pouncing on vessels in gigantic packs, ensuring its destruction.

ULTRALISK

Second only to the Queen of Blades herself, there is no stronger creature in the zerg army than the ultralisk. Its kaiser blades and strength are enough to effortlessly rip through steel, and its steps leave footprints deep enough to be mistaken for unfilled graves. A generous depth, truly, for now graves need not be dug for those it tramples underfoot.

An ultralisk's gigantic armored plates are extremely resilient, and are modeled off the lowly larva's resilient carapace. Precious few things can pierce it, and even then only barely. The ultralisk's mind is equally resilient, immune to the psychic horrors of magicians, and the charming effects of enchanters. However, this is not do to some ingenious defense, but rather its lack of a mind to protect – it's hard to damage what doesn't exist – and its single minded focus on destruction.

ZERGLING

Hatching from eggs in sets of 2 or 3, zerglings are the most numerous creature in the swarm, only ever outnumbered by the larva that spawn them. However, they are also one of its weakest, their fortitude only a few short steps above a drone's. Thankfully their strength and usefulness does not stem from their individual prowess. Instead it stems from sheer numbers, for while nearly any creature could defend themselves from just one, it's much harder to defend oneself against a pack of 30 or more.

HIVE MIND TEMPLATE

All of the zerg creatures shown in this bestiary are feral, that is, they are not connected to the hive mind. This is done to make the process of adding zerg creatures to a world as if they are regular monsters, easier. However, in a world where zerg are common, and the Queen of Blades exists, it is rare for there to be feral zerg. Zerg creatures who are connected to the hive mind gain telepathy out to range of 60 feet that they can only use to contact other zerg creatures, and the following trait.

Hive Mind. As an action, this zerg creature can see through the senses of any other zerg creature within range of its telepathy.



QUEEN OF BLADES

Medium monstrosity, lawful neutral

Armor Class 19

Hit Points 629 (74d8 + 296)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	25 (+7)	19 (+4)	25 (+7)	17 (+3)	15 (+2)

Saving Throws Str 15, Dex +15, Con +12, Wis +11
Skills Deception 10, Insight 11, Intimidation 10, Stealth 15, Perception 11, Persuasion 10

Damage Resistances acid, cold, fire

Damage Immunities Poison, Psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., temorsense 60 ft., passive Perception 21

Languages common, telepathy 500 ft.

Challenge 28 (105,000 XP)

Hive Connection. The queen of blades is mentally connected to all zerg creatures within 1 mile and can command, direct, and communicate with them, no action required.

Legendary Resistance (3/day). If the queen of blades fails a saving throw, she can choose to succeed instead.

Magic Damage. All damage done by the queen of blades is magical.

Spellcasting. The queen of blades is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). The queen of blades has the following wizard spells prepared:

Cantrips (at will): *chill touch, create bonfire, firebolt, prestidigitation, truestrike*

1st level (4 slots): *burning hands, charm person, fog cloud, shield, thunderwave*

2nd level (3 slots): *crown of madness, detect thoughts, hold person, mirror image, misty step*,

3rd level (3 slots): *counterspell, fear, fireball, hypnotic pattern, slow*

4th level (3 slots): *confusion, dimension door, greater invisibility, Resilient Sphere*

5th level (3 slots): *animate objects, dominate person, hold monster, wall of force*

6th level (2 slots): *chain lightning, contingency, disintegrate, eyebite*

7th level (2 slot): *force cage, prismatic spray, reverse gravity, teleport*

8th level (1 slot): *control weather, dominate monster, feebatemind, incendiary cloud*

9th level (1 slot): *foresight, meteor swarm, prismatic wall*

Telekinetic Powers. The queen of blades can cast an improved version of *telekinesis* at will without need for material components. The range of this *telekinesis* is 150 feet, she can move creatures of size gargantuan or smaller, can move objects weighing up to 15,000 pounds, and can affect up to two creatures or objects simultaneously.

Actions

Multiattack. The queen of blades makes 4 attacks, using either energy blast or spined wings for each attack. She can use assimilation, crushing grip, or use Telekinetic in place of two attacks.

Assimilation (1/Day). The queen of blades can target any number of willing creatures within 30 feet of her. She can drain each creature of any number of hit points up to its hit point maximum, regaining one quarter that many hit points. The queen of blades can forgo regaining a number of hit points in order to regain spell slots instead. She must forgo 30 times the spell slot's level many hit points in order to regain it.

Crushing Grip. While a creature is grappled by the queen of blade's Telekinetic Powers, she can attempt to crush them. The creature must make a DC 23 Strength saving throw. On a failure the target takes 65 (10d12) force damage. On a success the target takes half damage.

Energy Blast. *Ranged Weapon Attack:* +15 to hit, range 200/600 ft, one target. *Hit:* 29 (5d8 + 7).

Spined Wings. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7). The target must succeed on a DC 23 strength saving throw be knocked prone.

Summon Zerg (1/Day). The queen of blades can summon up any number of zerg creatures with a collective challenge rating of 10 or less. A summoned zerg creature appears in an unoccupied square within 60 feet, and occupies its own place in the initiative order.

Legendary Actions

The queen of blades can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The queen of blades regains spent legendary actions at the start of her turn.

Attack. The Queen of blades makes an energy blast or spined wings attack.

Crush (Costs 2 Actions). The queen of blades uses crushing grip.

Move. The queen of blades moves up to half her speed.

Telekinetic Powers (Costs 2 Actions). The queen of blades uses her Telekinetic Powers.



BANELING

Medium monstrosity (zerg), unaligned

Armor Class 10

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	3 (-4)	14 (+2)	6 (-2)

Skills Perception 4, Stealth 2

Damage Immunities Acid

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Burrow. By spending 1 minute digging, the baneling can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the baneling has total cover, can't move, and can't take actions other than to suicide, or to unburrow as a bonus action. If the baneling takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Death Throes. When the baneling dies, it explodes, and each creature within 15 feet of it must make a DC 13 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. The explosion leaves behind a pool of acid with a radius of 5 feet, centered on the baneling. This area is difficult terrain, a creature that ends its turn in the pool of acid take 7 (2d6) acid damage. The pool of acid dilutes and vanishes after 1 round.

Actions

Suicide. The baneling dies.

VARIANT: SPLITTER STRAIN

The splitter strain is an abomination even further specialized to the baneling's central task as a living landmine. Carrying inside themselves yet more bombs, when a splitter strain baneling dies, two smaller banelings, called baneling spawns, emerge from its body. A splitter strain baneling has a challenge rating of 5 (1,800 XP) and gains the following trait.

Split. When the baneling dies, two baneling spawns immediately emerge from its corpse. They act on the same initiative as the dead baneling.

BANELING SPAWN

Small monstrosity, unaligned

Armor Class 10

Hit Points 14 (4d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	3 (-4)	14 (+2)	6 (-2)

Skills Perception 4, Stealth 2

Damage Immunities Acid

Senses darkvision 30 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Death Throes. When the baneling dies, it explodes, and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Actions

Suicide. The baneling spawn dies.

VARIANT: HUNTER STRAIN

Banelings are incredibly slow and clumsy, and this lack of agility is part of the reason it serves as a mostly stationary bomb. However, Hunter strain banelings are a mutation intended to improve upon their poor mobility, making them run faster, climb walls, and capable of jumping on their enemies from considerable distances. A hunter strain baneling has a challenge rating of 3 (700 XP), a walking speed of 40 feet, a climbing speed of 40 feet, and gains the following trait.

Standing Leap. The baneling's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.





CORRUPTOR

Large monstrosity (zerg), unaligned

Armor Class 14

Hit Points 123 (19d10 + 19)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	13 (+1)	16 (+3)	6 (-2)

Senses darksight 90 ft., passive Perception 15

Languages telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The corruptor ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Actions

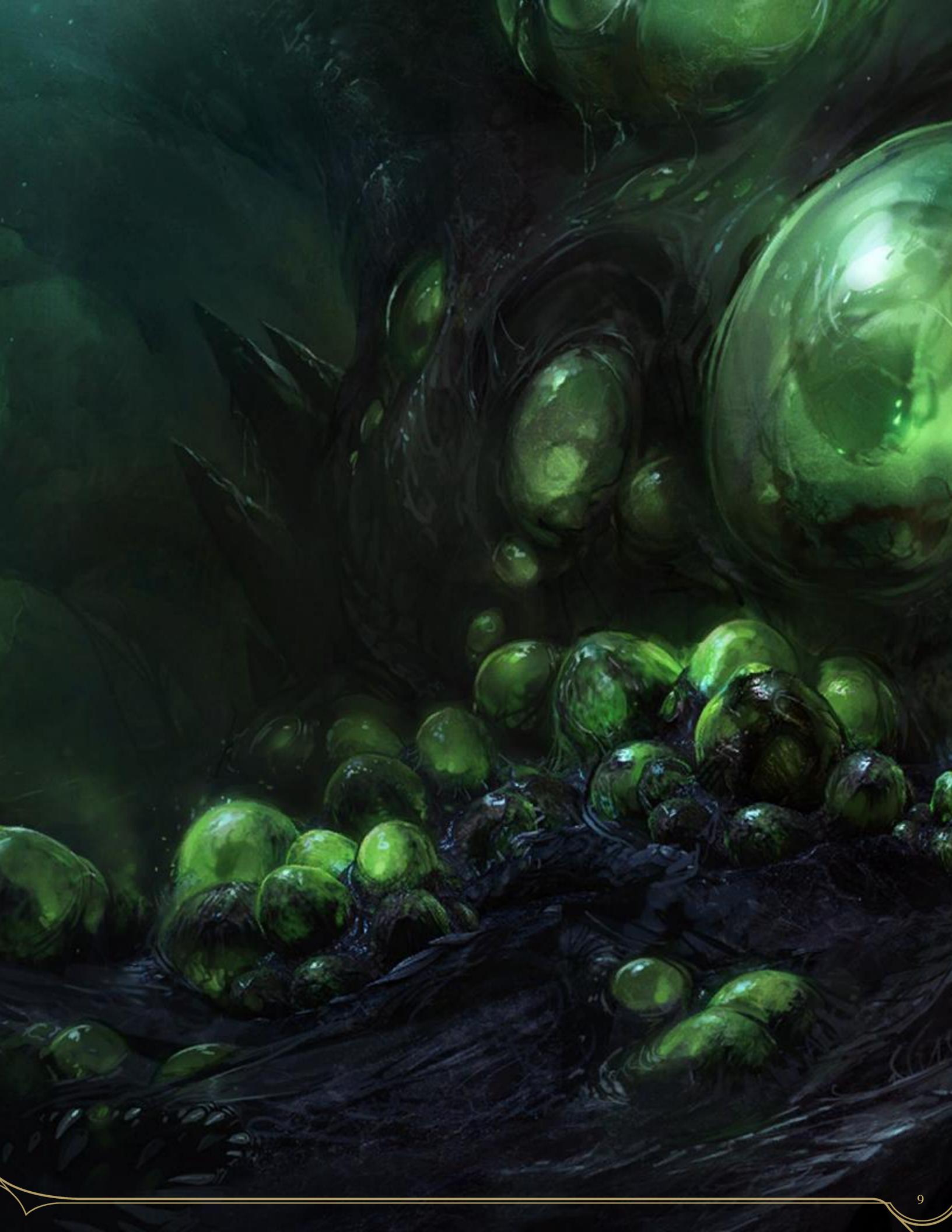
Caustic Spray. The corruptor targets a creature within 60 feet of itself, launching a stream of acid at it. That

creature and creatures within 5 feet of it must make a Dexterity saving throw. On a failure the target takes 14 (4d6) acid damage, and for 1 minute when the target takes damage it takes an additional 1d8 acid damage (this doesn't stack with additional uses of caustic spray). On a success the target takes half damage, and suffers no other effects.

Parasite Spore. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit* 30 (6d8 + 3) piercing damage.

Corruption. One humanoid the corruptor can see within 60 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the corruptor's telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this corruptor's corruption for the next 24 hours.

The corruptor can have only one target charmed at a time. If it charms another, the effect on the previous target ends.



DEFILER

Large monstrosity (zerg), unaligned

Armor Class 17

Hit Points 136 (20d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	5 (-3)	19 (+4)	6 (-2)

Saving Throws Dex +5, Con +5, Wis +8, Cha +2

Skills Perception 8

Damage Immunities Poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 90 ft., passive Perception 18

Languages telepathy 60 ft.

Challenge 6 (1,800 XP)

Burrow. By spending 1 minute digging, the defiler can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the defiler has total cover, can't move, and can't take actions other than to unburrow as a bonus action. If the defiler takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Innate Spellcasting. The Defiler's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *blindness/deafness, enlarge/reduce, faerie fire, fog cloud, thunderwave*

3/day each: *cloud kill, confusion, counterspell, crown of madness, Evard's black tentacles, fireball, hold person, hypnotic pattern, slow*

1/day each: *cone of cold, dominate person, eyebite, insect plague*

Actions

Consume. The defiler immediately kills one willing living creature. The defiler regains 3 uses of a 3/day each spell, or 1 use of a 1/day each spell. This action cannot be used on a creature charmed by it.

Dark Swarm (Recharge 5-6). The defiler targets a point that it can see within 60 feet of itself, creating a 15 foot radius orange opaque cloud centered at that point for 1 minute. Creatures inside of the cloud have resistance to ranged attacks.

VARIANT: INFESTOR

The infestor has a protective shell at the front of its body that conceals a giant pulsing sac of liquified fungus at its back. The liquified fungus is thick, putrid, foul smelling, and poisonous. The liquid is more than capable of halting creatures in their tracks, and is shot at attackers when the infestor is in danger. An infestor has a challenge rating of 6 (1,800 XP) gains a burrow speed of 30 feet, loses the burrow trait, and gains the following action in place of consume and dark swarm.

Fungal Growth. The infestor launches a mass of liquified green fungus at a point within 60 feet of it that splashes out and affects all creatures in a 20 foot radius. Each creature must make a DC 15 Dexterity saving throw. On a success the target has their movement speed reduced to 0 and takes 11 (2d10) poison damage at the start of their turn for 1 minute. On a failure the target has their movement speed halved, and suffers no other effects. At the end of each of its turns, the target can make a Dexterity saving throw, ending all effects on a success.

VARIANT: VIPER

A lithe, serpent like creature, the viper slithers through the air like a snake through grass. Concealed in its mouth is an extremely long and strong tongue which it uses to snatch prey from the ground and into its mouth. A viper has a challenge rating of 6 (1,800 XP) gains a flying speed of 30 (hover) in place of its walking speed, loses the burrow trait, and gains the following action in place of consume and dark swarm.

Abduct (Recharge 5-6). The viper targets one creature of size large or smaller within 90 feet of itself. That creature must succeed on a DC 15 Strength saving throw or be pulled up to 90 feet straight towards the viper. If the creature reaches the vipers jaws it suffers 32 (5d12) piercing damage.



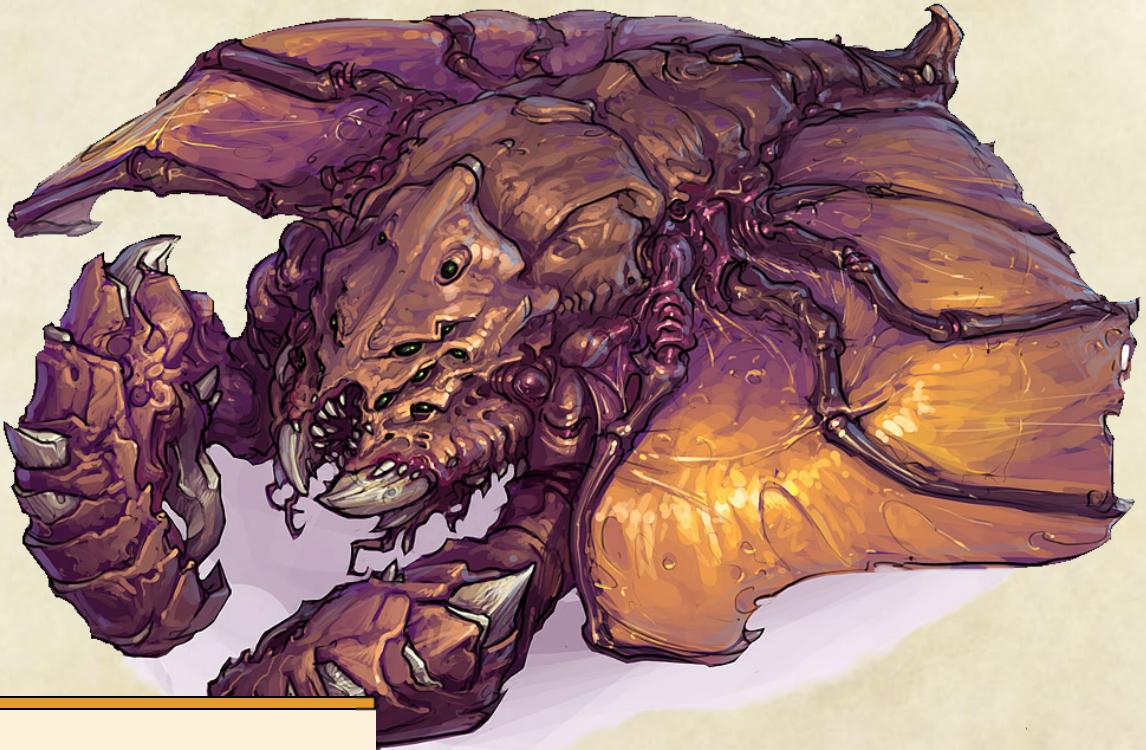
Viper



Defiler



Infestor



DRONE

Medium monstrosity (zerg), unaligned

Armor Class 10

Hit Points 36 (8d8)

Speed 25 ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	3 (-4)	13 (+1)	6 (-2)

Skills Perception 3, Stealth 2

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Burrow. By spending 1 minute digging, the drone can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the drone has total cover, can't move, and can't take actions other than to unburrow as a bonus action. If the drone takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit** 3 (1d4+1)



GUARDIAN

Huge monstrosity (zerg), unaligned

Armor Class 14

Hit Points 142 (19d12+19)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	3 (-1)	16 (+3)	6 (-2)

Senses darksight 90 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Far Sighted Artillery. It is hard for the guardian to aim at creatures that are close to it. The guardian has disadvantage on attacks against creatures within 40 feet of it.

Low Flying. The guardian doesn't have the ability to hover more than 40 feet in the air.

Siege Monster. The guardian deals double damage to objects and structures.

Actions

Acid Spores. *Ranged Weapon Attack:* +6 to hit, range 300/1200 ft., one target. *Hit* 35 (5d12 + 3) acid damage.

VARIANT: BROOD LORD

The brood lord flies alongside its broodlings. Children that hatch from the purple eggs that grow on its body. Normally these eggs lay dormant, growing and feeding. However, when the broodlord needs to attack, it can stimulate the eggs and force them to hatch. It then throws them down on its enemies with incredible force, after which the broodlings begin to attack as well. However, the force of the impact, as well as the forced hatching, severely damages them and they die soon afterward. A brood lord has a challenge rating of 5 (1,800 XP) and gains the following action in place of acid spores.

Throw Broodling. *Ranged Weapon Attack:* +6 to hit, range 300/1200 ft., one target. *Hit* 25 (5d8 + 3) bludgeoning damage. A broodling appears in the nearest unoccupied square adjacent to the target. The broodling dies after 1 minute if it has not already been killed, and occupies its own place in the initiative order.

BROODLING

Medium monstrosity (zerg), unaligned

Armor Class 13

Hit Points 33 (6d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	3 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Actions

Multiattack. The broodling makes two claw attacks.

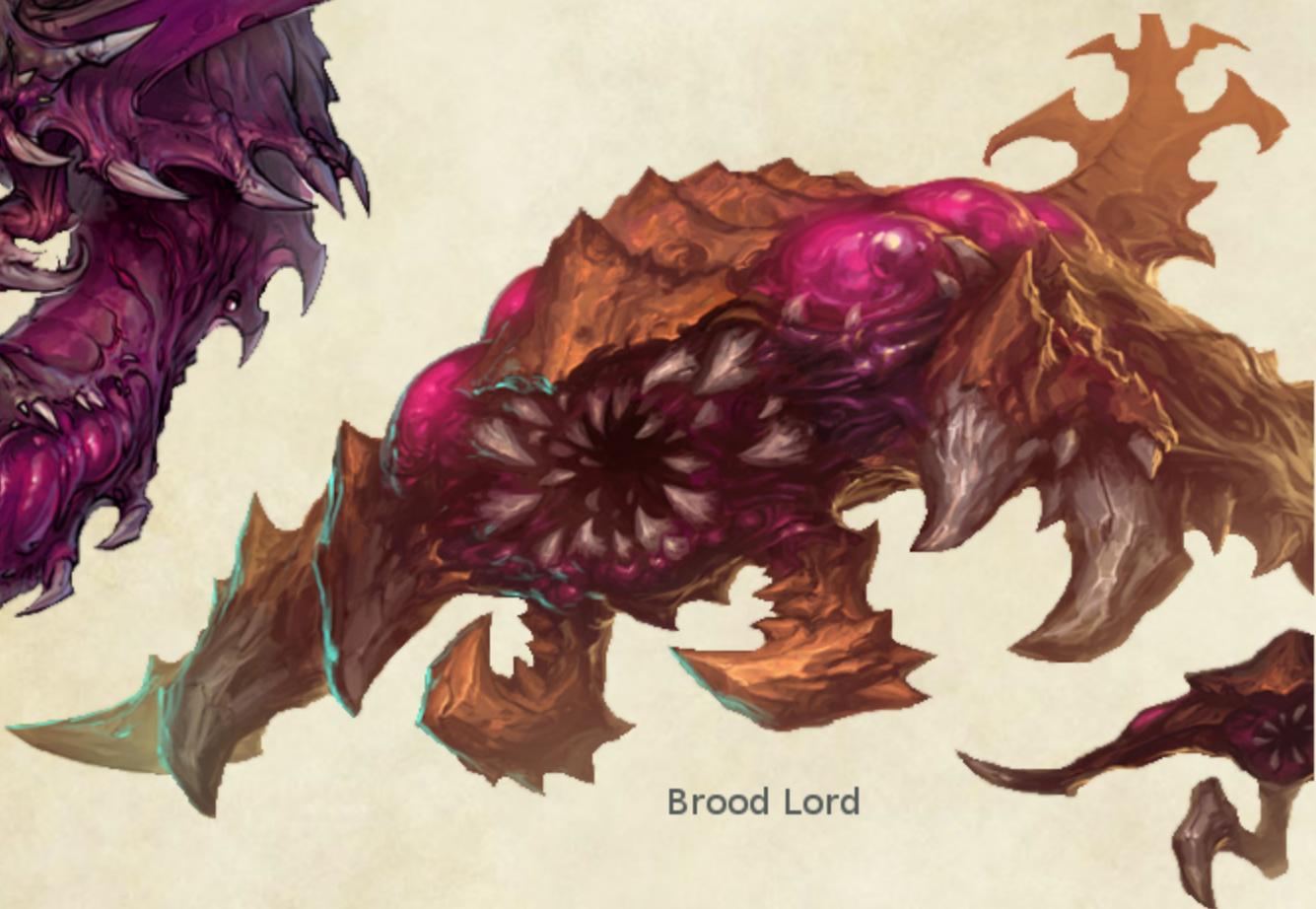
Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) slashing damage.

VARIANT: DEVOURER

Devourers are a mutated strain of mutualisk. The devourer grew additional wings to support its stockier structure, and developed an extremely potent stomach acid which is fired in place of glaive worms. The devourer's acid is extremely painful, often dissolving creatures into piles of sludge which the devourer eats. The devourer has a challenge rating of 5 (1,800 XP), a flying speed of 30 ft, gains the following action in place of acid spores, and gains the following trait.

Painful Acid. Creatures damaged by corrosive acid must succeed on a DC 15 Constitution saving throw or be wracked by terrible pain, causing them to lose half their movement speed, and have disadvantage on ability checks that turn.

Corrosive Acid. *Ranged Weapon Attack:* +6 to hit, range 300/1200 ft., one target. *Hit* 31 (8d6 + 3) acid damage. A creature that is reduced to 0 hit points as a result of corrosive acid is dissolved into a pile of goo.





HYDRALISK

Medium monstrosity (zerg), unaligned

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	3 (-4)	15 (+2)	6 (-2)

Skills Perception 4, Stealth 6

Senses darkvision 60 ft., temorsense 30 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Ambusher. The zergling has advantage on attack rolls against any creature it has surprised.

Burrow. By spending 1 minute digging, the hydralisk can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the hydralisk

has total cover, can't move, and can't take actions other than to unburrow as a bonus action. If the hydralisk takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Poison Strikes. If the hydralisk hits a creature with either its needle spines or its claws, that creature must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. At the end of each of its turns, a creature can make a Constitution saving throw, ending the effects on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hydralisks' Poison Strikes for the next 24 hours.

Actions

Multiattack. The hydralisk makes two needle spines attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Needle Spines. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

LARVA

tiny monstrosity (zerg), unaligned

Armor Class 18

Hit Points 14 (4d4+4)

Speed 10 ft.,

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	12 (+1)	3 (-4)	15 (+2)	6 (-2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 30 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Burrow. By spending 1 minute digging, the larva can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the larva has total cover, can't move, and can't take actions other than to unburrow as a bonus action. If the larva takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Morph. After spending 1 day making a shell around itself, the larva can transform into an egg.

Actions

Infest (Recharge 1/Day). One beast or humanoid that is within 5 feet of the larva must succeed on a DC 13 Constitution saving throw or be infested, as the larva burrows itself into the creature. A large black pustule forms at the location of the larva, which can be surgically extracted.

At the start of the 30th day of being infested the creature suffers 1d8 piercing damage, that cannot be reduced in any way, as it is eaten from the inside out. It suffers this damage again at the start of each day thereafter until the infestation ends. This damage increases by 2d8 piercing damage for each day beyond the 30th that the creature has been infested.

The infestation ends when the creature drops to 0 hit points, after which a larva appears in an unoccupied square adjacent to the creature. If the creature was infested for 30 days an additional larva appears in an unoccupied square adjacent to the creature, as well as 1 larva for every 5 days more than 30 that it was infested.

EGG

Medium monstrosity, unaligned

Armor Class 18

Hit Points 42 (5d8+20)

Speed 0 ft.,

STR	DEX	CON	INT	WIS	CHA
6 (-2)	0 (-5)	18 (+4)	3 (-4)	15 (+2)	6 (-2)

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities poisoned

Senses tremorsense 30 ft., passive Perception 14

Languages —

Challenge 0 (0 XP)

Grow. The egg can grow into any zerg creature other than a larva, broodling, or locust, requiring 10 times the creature's CR many days to grow into it. After growing, the egg hatches, always producing 1 of the given creature, with the exception of zerglings and scourge, which come in sets of two, and swarming strain zerglings, which come in sets of three.



LURKER

Large monstrosity (zerg), unaligned

Armor Class 14

Hit Points 97 (15d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	3 (-4)	14 (+2)	6 (-2)

Skills Perception 4, Stealth 6

Senses darkvision 30 ft., tremorsense 90 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Ambusher. The lurker has advantage on attack rolls against any creature it has surprised.

Burrow. By spending 1 minute digging, the lurker can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the lurker has total cover, can't move, and can't take actions other than to unburrow as a bonus action, unless otherwise specified. If the lurker takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Actions

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit 7 (1d6 + 4)** slashing damage.

Partial Burrow. The lurker can partially burrow itself into the ground, and is affected as though it had burrowed using the burrow trait, with the exception that it receives three-quarters cover instead of total cover.

Subterranean Spines. *Must be burrowed.* The lurker launches a mass of subterranean spines that ripple out from its position in a 60-foot line that is 5-feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failure a target takes 14 (4d6) piercing damage and is knocked prone. On a success the target takes half damage and is not knocked prone.

Tunnel (Recharge 5-6). *Must be burrowed.* The lurker tunnels from its location to one with 30 feet of it connected by ground, leaving a faint trail on the surface. It cannot tunnel through substances harder than stone. The lurker arrives at the new location partially burrowed if it used this action while partially burrowed, or burrowed otherwise.

VARIANT: IMPALER STRAIN

A lurker's spines are designed to take down large groups of small threats, such packs of wolves, or patrols of militiamen, and lack the ability to effectively deal with small groups of dangerous threats. As a result, the impaler strain's subterranean spines have become focused projectiles, capable of shredding even the toughest armors. An impaler strain lurker has a challenge rating of 5 (1,800 XP) and gains the following action in place of subterranean spines.

Piercing Spines. *Must be burrowed.* The lurker chooses a point within 90 feet of it, and launches a single massive spine that erupts in a 10-foot by 10-foot square centered on it. A raised trench of earth leads back to the lurker, marking where its tendril originated. Each creature in that square must make a DC 15 Dexterity saving throw. On a failure a target takes 21 (6d6) piercing damage and is knocked prone. On a success the target takes half damage and is not knocked prone.





MUTALISK

Medium monstrosity (zerg), unaligned

Armor Class 13

Hit Points 81 (18d8)

Speed 0 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	3 (-4)	15 (+2)	6 (-2)

Skills Perception 4, Stealth 6

Senses darkvision 90 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Regeneration. The mutalisk regains 5 hit points at the start of its turn if it has at least 1 hit point and has not been damaged since the end of its last turn.

Actions

Glaive Wurm. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. When the glaive worm hits a creature, it can bounce to another creature within 10 feet of the initial target, and then again to another creature within 10 feet of the second target. A separate attack roll is made for each target. If there are multiple creatures that the glaive worm could bounce to, the mutalisk chooses which target the glaive worm bounces to.



OVERLORD

Huge monstrosity (zerg), unaligned

Armor Class 14

Hit Points 120 (16d12+16)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	13 (+1)	13 (+1)	16 (+3)	6 (-2)

Senses truesight 90 ft., passive Perception 15

Languages telepathy 90 ft.

Challenge 2 (450 XP)

Telepathic Connection. The overlord communicates what it sees through its sense to all zerg creatures within 90 feet of it.

Ventral Sacs. The overlord can transport up to 16 units of space inside itself. A tiny creature takes up 1 unit of space, a small creature takes up 2 units of space, a medium creature takes up 4 units of space, and a large creature takes up 8 units of space. If any creatures are inside of the overlord when it dies, they die.

Actions

Excrete Creep. If the overlord has not moved since the start of its last turn, it can excrete creep from its orifices. Creep falls straight down from the overlord, covering all surfaces in a 20 foot radius from the point of contact with the creep. All zerg creatures touching creep have their walking speed increased by 10 feet, and regenerate 2 hit points at the start of their turns if they have at least 1 hit point. This creep dies and dissolves at the start of the overlord's next turn.

Load. The overlord targets a willing creature of size large or smaller within 15 feet. If there is enough space in the overlord, the creature is loaded into the overlord. While the creature is inside the overlord, it has total cover and is incapacitated.

Unload. The overlord can unload any number of the creatures it has loaded. The creature appears in an unoccupied square within 5 feet of the overlord's choosing. The overlord can protect the creature in a sphere of fluid, allowing it to safely fall up to 100. The sphere bursts harmlessly upon landing.

QUEEN

Large monstrosity (zerg), unaligned

Armor Class 15

Hit Points 150 (20d10+40)

Speed 25 ft.,

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	17 (+3)	6 (-2)

Skills Perception 6, Stealth 5

Senses darkvision 90 ft., tremorsense 30 ft., passive Perception 16

Languages —

Challenge 6 (1,800 XP)

Creep Tumor. The queen can spend 1 hour creating a creep tumor on a surface within 5 feet of it. It is incapacitated while doing so. After a queen has used this trait, it can't do so again for 1 week.

Tend Eggs. By spending 2 hours tending to an egg, the queen doubles the rate of growth of that egg for 1 day. An egg can't be affected by this trait more than once a day.

Actions

Multiattack. The queen makes two talon attacks.

Spines. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit 13 (2d10+2)

Talon. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit 21 (4d8+4).

Transfuse (Recharge 5-6). The queen targets a creature other than itself within 30 feet that isn't an undead or construct. The target is healed for 47 (6d8+20) hit points.

VARIANT: BROOD MOTHER

Brood mothers are extremely intelligent, and occupy the next link in the chain of command, receiving commands directly from the Queen of Blades herself. Brood mothers also play a crucial role in the expansion and direction of the swarm, as they lead the swarm's hatcheries and hives in the Queen of Blade's absence. A brood mother has a challenge rating of 8 (3,900 XP), an Intelligence of 20 (+5), and the following action.

Summon Zerg (1/Day). The brood mother can summon up any number of zerg creatures with a collective challenge rating of 5 or less. A summoned zerg creature appears in an unoccupied square within 60 feet, and occupies its own place in the initiative order.

CREEP TUMOR

Small monstrosity, unaligned

Armor Class 5

Hit Points 14 (4d6)

Speed 0 ft.,

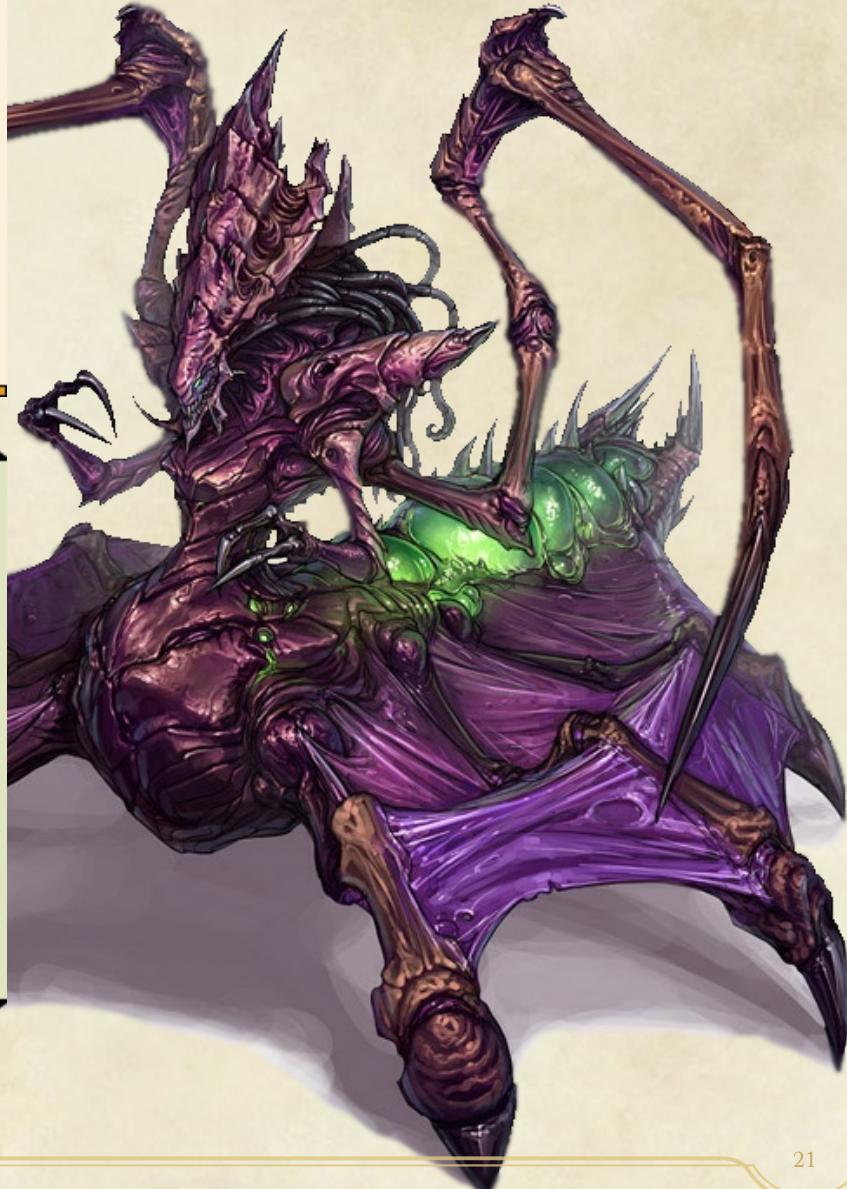
STR	DEX	CON	INT	WIS	CHA
6 (-2)	0 (-5)	10 (+0)	1 (-5)	13 (+1)	6 (-2)

Senses tremorsense 30 ft., passive Perception 13

Languages —

Challenge 0 (0 XP)

Creep. Creep expands up to 300 feet from the creep tumor along ground and up walls, at a speed of 20 feet per day. All zerg creatures touching creep have their walking speed increased by 10 feet, and regenerate 2 hit points at the start of their turns if they have at least 1 hit point. Creep poisons the ground around it, killing nonmagical vegetation it touches after 1 week of continuous contact.



ROACH

Medium monstrosity (zerg), unaligned

Armor Class 13

Hit Points 126 (23d8 + 23)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	13 (+1)	6 (-2)

Skills Perception 3, Stealth 5

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Adaptive Plating. When the roach has less than half its hit points its AC becomes 16 for 1 minute. After the roach has benefited from adaptive plating, it can't do so again after it has finished a long rest.

Regeneration. The roach regains 5 hit points at the start of its turn if it has at least 1 hit point and has not been damaged since the end of its last turn.

Actions

Acidic Saliva. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit 29 (4d12 + 3) acid damage.

VARIANT: RAVAGER

Ravagers are easily recognized by the large gaping hole in the center of their shell. The hole is filled with superheated plasma that the ravager can eject as a deadly stream, arcing it through the air and onto its enemies. It's capable of using this plasma in subtler ways as well, and can use its plasma as small, compact balls against its enemies. A ravager's acidic saliva deals fire damage instead of acid damage, has a challenge rating of 4 (1,100 XP) and the following action.

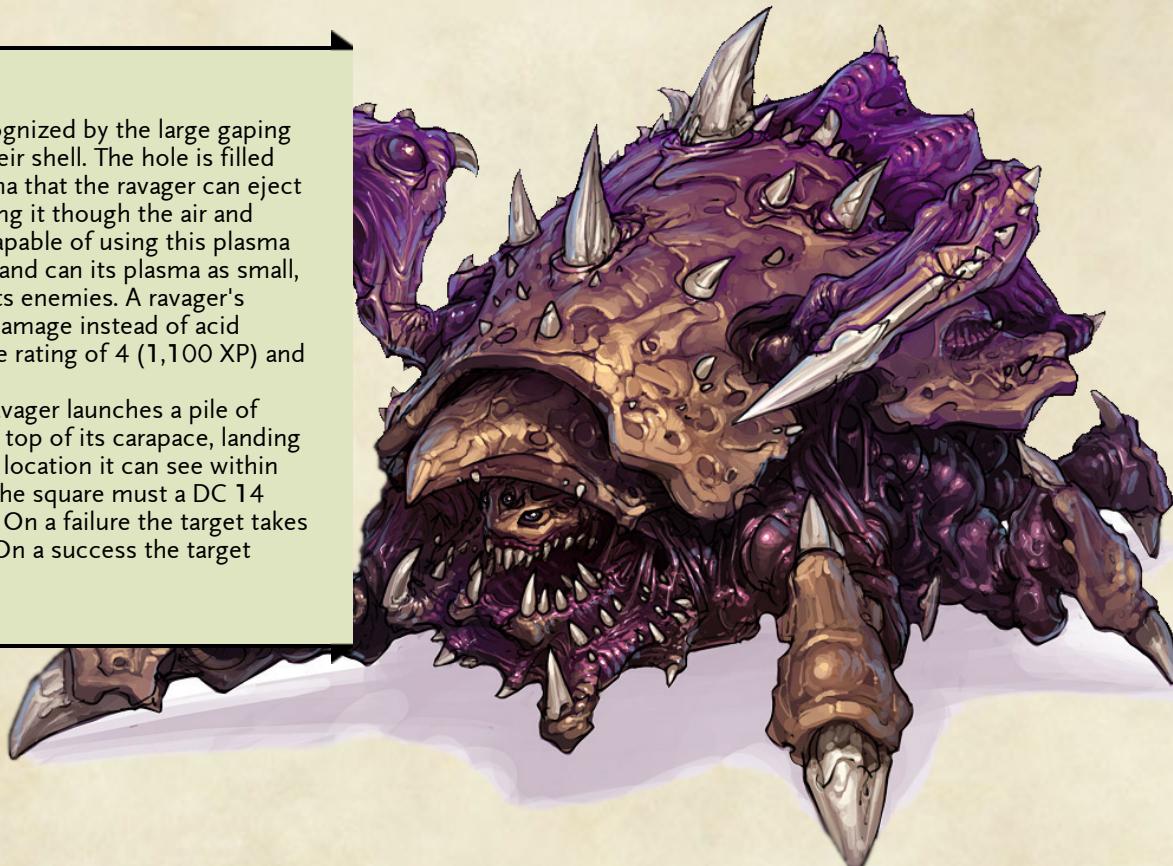
Corrosive Bile. The Ravager launches a pile of burning liquid from the top of its carapace, landing in a 10 foot square at a location it can see within 150 feet. Creatures in the square must make a DC 14 Dexterity saving throw. On a failure the target takes 18 (4d8) fire damage. On a success the target takes half damage.

VARIANT: VILE STRAIN

Vile strain roaches are a product of the toxic microbes that live in the water they drink. While a roach's immune system is strong enough to protect itself against the microbes on, the immune system of the creatures it feeds on often aren't.

The microbes live in the roach's saliva, and when a roach spits on a creature, the microbes come with, quickly securing themselves in the wounds left by the acid and infecting them. A vile strain roach has a challenge rating of 4 (1,100 XP) and the following trait.

Toxic Saliva. When the roach hits a creature with its acidic saliva, that creature must make a DC 13 Constitution saving throw or be affected as though *slow* had been cast on it. Instead of making a Wisdom saving throw on subsequent turns to end the effects of *slow*, the target makes a Constitution saving throw. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Toxic Saliva for the next 24 hours.





SCOURGE

Medium monstrosity (zerg), unaligned

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	3 (-4)	14 (+2)	6 (-2)

Damage Immunities Fire

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Death Throes. When the scourge dies, it explodes, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. This explosion ignites flammable objects that are not being worn or carried, and covers the area in poisonous fumes that last for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the fumes for the first time on a turn or starts its turn there, it takes 11 (2d10) poison damage, and can't breath until they leave the fumes.

Actions

Suicide. The scourge dies.

SWARM HOST

Large monstrosity (zerg), unaligned

Armor Class 14

Hit Points 135 (18d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Perception 5, Stealth 5

Senses darkvision 30 ft., tremorsense 90 ft., passive Perception 15

Languages —

Challenge 5 (2,300 XP)

Burrow. By spending 1 minute digging, the swarm host can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the swarm host has total cover, can't move, and can't take actions other than to unburrow as a bonus action. If the swarm host takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 7 (2d6 + 4) slashing damage.

Partial Burrow. The swarm host can partially burrow itself into the ground, and is affected as though it had burrowed using the burrow trait, with the exception that it receives three-quarters cover instead of total cover.

Spawn Locust. *Must be burrowed.* The swarm host creates two locusts, which appear above ground in the nearest unoccupied squares adjacent to it. The locust dies after 1 minute if it has not already been killed, and occupies its own place in the initiative order.

Tunnel (Recharge 5-6). *Must be burrowed.* The swarm host tunnels from its location to one with 30 feet of it connected by ground, leaving a faint trail on the surface. It cannot tunnel through substances harder than stone. The swarm host arrives at the new location burrowed if it used this action while burrowed, or partially burrowed otherwise.

LOCUST

Medium monstrosity (zerg), unaligned

Armor Class 14

Hit Points 32 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Senses darkvision 30 ft., passive Perception 15

Languages —

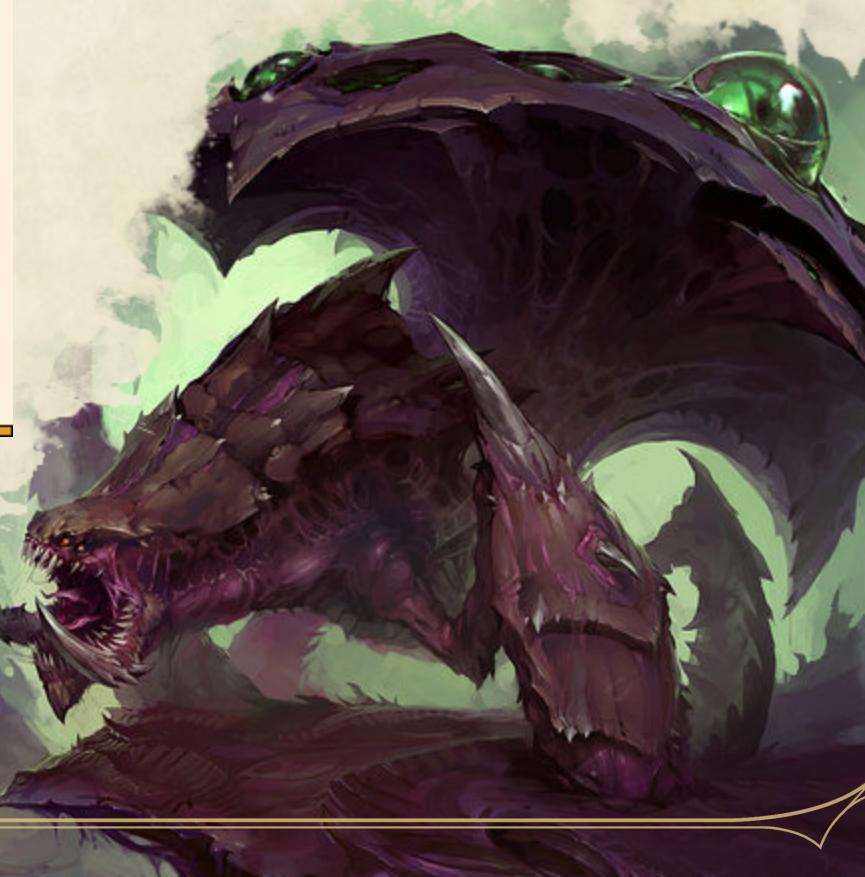
Challenge 1 (200 XP)

Actions

Acidic Saliva. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit 12 (2d8 + 3) acid damage.

VARIANT: FLYING LOCUST

The amount of larva inside swarm hosts is so numerous that swarm hosts are almost a full ecology unto their own. Random mutations in the larva aren't uncommon and become apparent when they grow into locusts, with one such random mutation allowing locusts to fly. This mutation was quickly expanded on, and resulted in swarm hosts with an entirely new strain of flying locusts. A swarm host with flying locusts has a challenge rating of 6 (2,300 XP), and the locusts created from spawn locust have a flying speed of 30 feet.



ULTRALISK

Gargantuan monstrosity (zerg), unaligned

Armor Class 19 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	27 (+8)	8 (-1)	15 (+2)	6 (-2)

Saving Throws Dex +8, Con +15, Wis +9
Skills Perception 9
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities Poison, Psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 90 ft., passive Perception 19
Languages —
Challenge 21 (33,000 XP)

Cleave. When the ultralisk rolls to attack a creature, it also rolls to attack all creatures within 5 ft. of the target other than the ultralisk.

Siege Monster. The ultralisk deals double damage to objects and structures.

Actions

Multiattack. The ultralisk makes two attacks with its kaiser blades. It can use its gore or crush attack instead of its kaiser blades.

Gore. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit* 21 (2d12 + 8) piercing damage. If the target is a large or smaller creature it must succeed on a DC 20 Strength saving throw or be knocked prone by the ultralisk.

Kaiser Blades. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit* 27 (3d12 + 8) slashing damage.

Stomp. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one prone creature. *Hit* 40 (5d12 + 8) bludgeoning damage. The target must succeed on a DC 20 Strength saving throw or be restrained. A creature can repeat this saving throw at the start of each of its turns. While the target is restrained, the ultralisk is grappled. (This attack does not gain the benefit of cleave.)

Legendary Actions

The ultralisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ultralisk regains spent legendary actions at the start of its turn.

Attack. The ultralisk makes one gore or kaiser blades attack.

Crush (Costs 2 Actions). The ultralisk makes a stomp attack on a restrained creature.

VARIANT: TORRASQUE STRAIN

As a result of exposure to strong magical energies, an ultralisk can mutate into a torrasque strain ultralisk. The magical energies are absorbed into the ultralisk, and allow it to recover from grievous injuries, or even resuscitate dead tissue. A torrasque strain ultralisk has a challenge rating of 22 (41,000 XP), and the following traits.

Regeneration. The ultralisk regains 10 hit points at the start of its turn if it has at least 1 hit point.

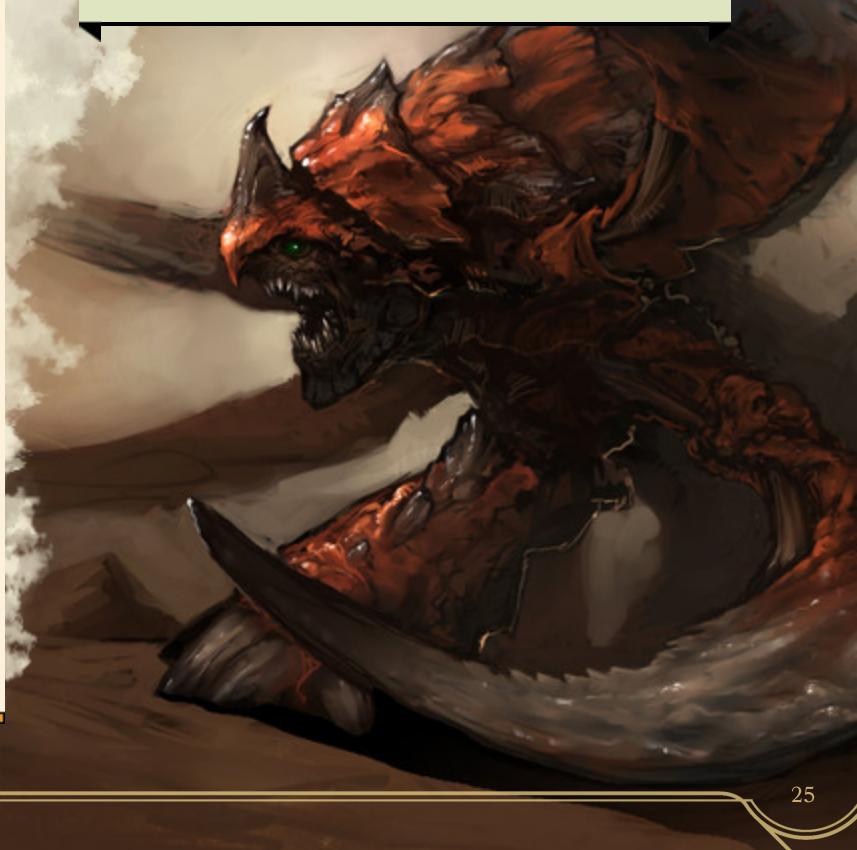
Self Resuscitation. If damage would reduce the ultralisk to 0 hit points, it must make a Constitution saving throw with DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the ultralisk drops to 1 hit point instead.

VARIANT: NOXIOUS STRAIN

A noxious strain ultralisk is a product of its environment, and diet. The ultralisk has become infused with the deadly poisons and noxious gases of the creatures it eats. Poison drips from its kaiser blades, and a foul stench follows it wherever it goes. A noxious strain ultralisk has a challenge rating of 22 (41,000 XP), and the following traits.

Noxious Cloud. At the start of each of the ultralisk's turns, each creature within 5 feet of it takes 10 (3d6) poison damage. Additionally, that creature must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to being poisoned in this way for 24 hours.

Poisonous Blades. The ultralisk's kaiser blades deal an additional 6 (1d12) poison damage.



ZERGLING

Medium monstrosity (zerg), unaligned

Armor Class 13

Hit Points 33 (6d8 + 5)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	13 (+1)	6 (-2)

Skills Perception 3, Stealth 5

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Ambusher. The zergling has advantage on attack rolls against any creature it has surprised.

Burrow. By spending 1 minute digging, the zergling can burrow through solid rock up to 5 feet below the surface, leaving no trace above, and completely submerging itself. While burrowed, the zergling has total cover, can't move, and can't take actions other than to unburrow as a bonus action. If the zergling takes 10 or more damage while burrowed, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, or be forced to unburrow as a reaction.

Pack Tactics. The zergling has advantage on an attack roll against a creature if at least one of the zergling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The zergling makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit 5 (1d4 + 3) slashing damage.*

VARIANT: RAPTOR STRAIN

Raptor strain zerglings are a stronger, more aggressive variant. Their hind legs nearly double the size of a regular zergling's, they are capable of jumping large distances, and pouncing on their prey to devastating effect. A raptor strain zergling has a challenge rating of 1 (200 XP), and the following traits.

Pounce. If the zergling moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the zergling can make one claw attack against it as a bonus action.

Standing Leap. The zergling's long jump is 30 feet and its high jump is 15 feet, with or without a running start.

VARIANT: SWARMLING STRAIN

Swarmling strain zerglings were designed to breed extremely quickly so that they could be thrown at enemies as disposable forces. In order to avoid extinction as a result of this reckless use, swarmling strain zerglings had to find new methods of spotting and avoiding danger. To this end, they became more intelligent, and pack oriented than ever before, relying on their pack members to relay important information. A swarmling strain zergling has a challenge rating of 1/2 (100 XP) an Intelligence of 12 (+1) and the following trait.

Shared Knowledge. If the zergling is within 30 feet of another zergling who is not incapacitated, it has advantage on Wisdom (perception checks), and Intelligence (nature) checks.

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